

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

4

STARFINDER SOCIETY PEGASUS

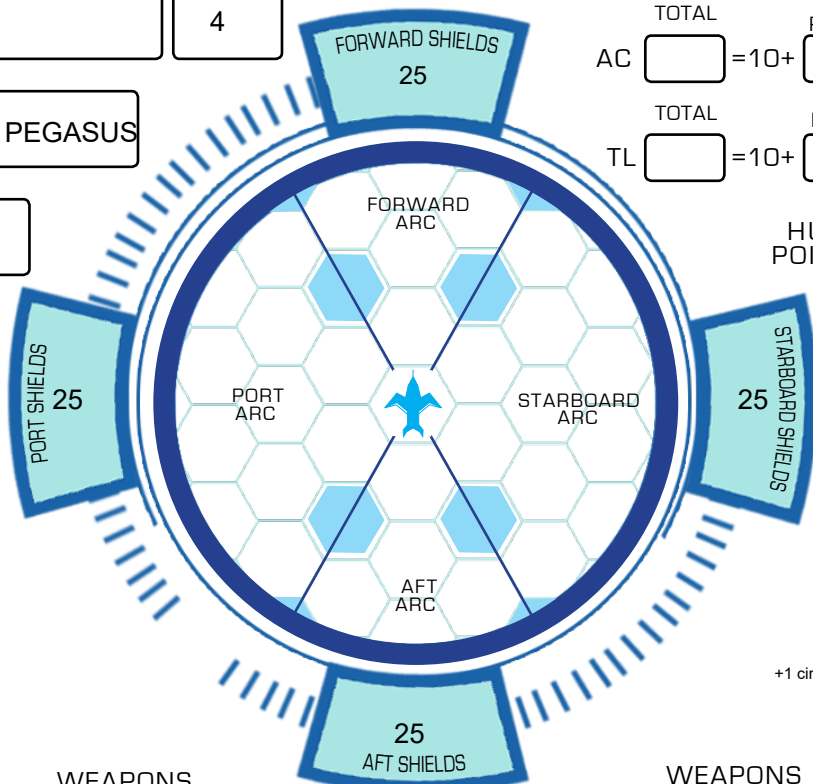
SIZE  
Medium

FRAME  
Explorer

SPEED  
10

MANEUVERABILITY  
good (Turn 1)

DRIFT RATING  
1



AC TOTAL = 10 + PILOT RANKS + ARMOR BONUS (4) + SIZE MOD + MISC MOD

TL TOTAL = 10 + PILOT RANKS + COUNTER-MEASURES (6) + SIZE MOD + MISC MOD

HULL POINTS TOTAL 65 CURRENT

DAMAGE THRESHOLD None CRITICAL THRESHOLD 13

SHIELD TOTAL 100 Divert Restores 10 Per Turn

MODIFIERS +3 to any two checks per round +4 Computers, +1 Piloting

+1 circumstance bonus to Life Science and Physical Science

WEAPONS (FORWARD)

twin laser (5d8)  
Range - long (20 hex)

WEAPONS (PORT)

laser net (2d6)  
Range - Point (5 hex MAX)

WEAPONS (AFT)

Immediate gunnery check once per round vs one incoming tracking weapon targeting Port arc  
DC Speed of tracking weapon  
if successful, tracking weapon is destroyed before damage

WEAPONS (STARBOARD)

light plasma torpedo launcher (3d8)  
Limited Fire 5  
Speed - 14, Range - Long (20 hex)

WEAPONS (TURRET)

light particle beam (3d6)  
Range - Medium (10 hex)

CREW

CAPTAIN  
ENGINEERS  
GUNNERS  
PILOT  
SCIENCE OFFICERS

NOTES

Capitan-Demand: DC24; Encourage: DC10, Diplo DC 15; Taunt: DC 15+1/2 enemy tier, Orders: DC 19 + 1 Res  
Engineer-Divert: DC 19; Hold It Together: DC 24; Overpower: DC 24 + 1 Resolve  
Patch: Glitching (1 action) DC 19; Malfunctioning (2 actions) DC 24; Wrecked (3 actions) DC 29  
Pilot-Manuver: DC 27; Back Off: DC 19; Barrel Roll: DC 19; Evade: DC 19; Flip and Burn: DC 24;  
Flyby: DC 15+1/2 enemy's tier; Slide: DC 24;  
Science Officer-Balance: DC 19;  
Scan, Target System, or Lock On: DC 5+1.5 X enemy tier + defensive countermeasures bonus

POWER CORE

Pulse Blue (200 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

advanced medium-range sensors  
crew quarters (good)  
mk 2 duonode computer  
mk 3 armor  
mk 4 defenses

EXPANSION BAYS

cargo hold  
escape pods  
science lab (general)  
[+1 circumstance bonus to Life Science and Physical Science]  
tech lab

CARGO/PASSENGERS

CRITICAL DAMAGE

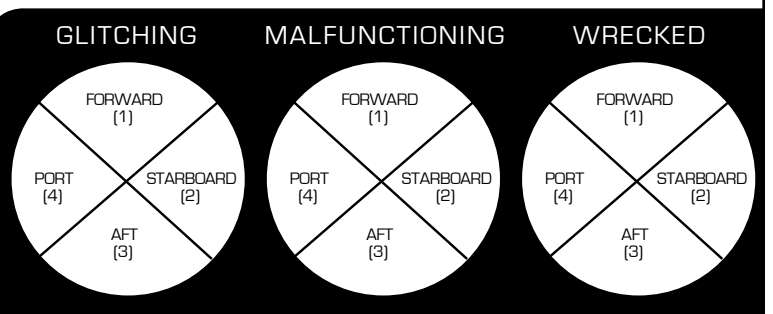
LIFE SUPPORT (1-10)  
 GLITCHING  MALFUNCTIONING  WRECKED

SENSORS (11-30)  
 GLITCHING  MALFUNCTIONING  WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)  
 GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE (81-00)  
 GLITCHING  MALFUNCTIONING  WRECKED





## Pegasus-Class Starship

### *(Explorer Frame Variant)*

Of the two common starship types, the Pegasus emphasizes speed and provides a suite of supportive options. It is less armed than its counterpart, but it employs improved sensors and a host of ready expansion bays. This makes the Pegasus ideal for missions where starship support will be equally as valuable as combat capabilities.

